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CONTENT RATED BY ESRB

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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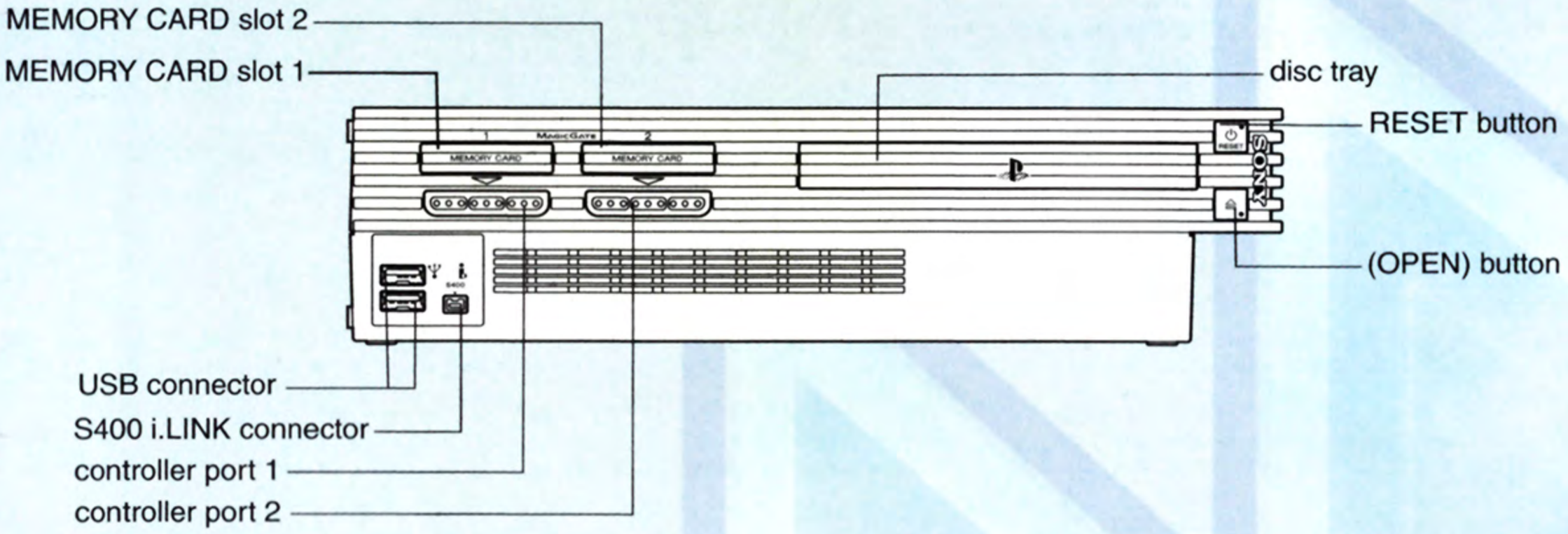
Thank you for purchasing Whiteout™ by Konami. Please browse through this manual before starting play to get the most from your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

Please note: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for out customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***Whiteout™*** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved games.

CONTROLS

DUALSHOCK®2 Analog Controller Configuration

MENU NAVIGATION

Start game/Pause	START button
Toggle between menu items	directional button
Accept highlighted menu item	⊗ button
Scroll through submenu selection screens	directional button ⬅ / ➡ / ⬆ / ⬇
Back to previous screen	△ button

CONTROLS

SLED CONTROLS

Competition on the track is the heart of this game. Here are the basics you need to know to compete.

Note: The default racing controls use the left and right analog sticks. Though the game performs best by steering and adjusting pitch with the left analog stick, the directional button can also be used. Other control settings can be chosen through the options menu.

To accelerate, push the right analog stick forward (or press the ⊗ button). Brake and reverse by pulling the right analog stick back (or by pressing the ▣ button). Steer the sled by moving the left analog stick ⬅ or ➡.

Leaning forward while racing has an impact on turns. While leaning forward (⬆ on the left analog stick or directional button) more weight goes to the front skis enabling a tighter turn than normal. Be careful though this extra weight also makes it easier to go into a skid!!

Likewise leaning backwards also has an effect on the sled. If you lean backwards (⬇ on the left analog stick or directional button) more weight goes to the rear of the sled which gives a little more airtime on jumps.

Pitch control is important during jumps. While airborne use the left analog stick ⬆ / ⬇ to change the center of gravity and better control your landing.

TRICKS

BASIC TRICK CONTROLS

Tricks are the key to earning cash and scoring points. While airborne, press the L1 or R1 buttons in combination with the left analog stick or directional button to do tricks and combos. You can hold tricks for more points, but be sure to finish before you land to avoid crashing.

There are four primary categories of tricks based on the direction that the driver kicks their feet while executing a trick. The key thing to remember is that the left analog stick or directional button moves in the direction of the driver's feet. The main types of tricks are:

- No kick. Don't press the left analog stick or directional button during the trick and the driver's feet may move, but stay in an upright position.
- Kick to side. Start with moving the left analog stick or directional button either ⬅ or ➡ to kick far out to either side, depending which way you want the kick to go.
- Kick over bar. Start with an ⬆ movement of the left analog stick or directional button to kick out over the bars.
- Kick back or up. Start with a ⬇ movement of the left analog stick or directional button to kick back and sometimes even straight up.

Controls showing a "↻ / ↺ / ↻ / ↺" indicate a smooth circular motion of the left analog stick or directional button to execute the trick.

L1 and R1 buttons are the default buttons used to execute basic controls in combination with the left analog stick or directional button (in parenthesis).

NO KICK TRICKS

No Hander	L1
No Footer	R1
Look Back	L1 + R1

FEET KICKED TO SIDE

Can Can	L1 + ⬅ or ➡
No Footed Can Can	R1 + ⬅ or ➡
Nac Nac	R1 + L1 + ⬅ or ➡

FEET KICKED OVER BAR

Heel Clicker	L1 + ⬆
Coffin	R1 + ⬆
Cannonball	L1 + R1 + ⬆

TRICKS

FEET KICKED BACK/UP

Superman	L1 + ↓
Superman Seat Grab	R1 + ↓
Hart Attack	L1 + R1 + ↓

TRICK EXTENSIONS

Each trick also can be extended to become a new trick by additional directional control after the left analog stick or directional button movement for the original trick. Add these extensions after executing the basic tricks for even more points! All trick extensions are listed under their basic trick.

NO HANDER EXTENSIONS

Kung Fu	L1 [hold] + ↑
Suicide No Hander	L1 [hold] + ↖ or ↗

NO FOOTER EXTENSIONS

Seat Grab	R1 [hold] + ↓
Nothing	R1 [hold] + ↙ or ↘

LOOK BACK EXTENSIONS

Look Back & Point	L1 + R1 [hold] + ↓

CAN CAN EXTENSIONS

One Handed Can Can Right	L1 [hold] + ← then →
One Handed Can Can Left	L1 [hold] + → then ←
Switchblade Can Can	L1 [hold] + ↖ or ↗

NO FOOTED CAN CAN EXTENSIONS

Suicide No Footed Can	R1 [hold] + ↖ or ↗
Catwalk Left	R1 [hold] + ← then ←
Catwalk Right	R1 [hold] + → then →

STUNTS

NAC NAC EXTENSIONS

Cat Nac Right	L1 + R1 [hold] + ⬅ then ➡
Cat Nac Left	L1 + R1 [hold] + ➡ then ⬅

HEEL CLICKER EXTENSIONS

Double Heel Clicker	L1 [hold] + ⬆ then ⬆

COFFIN EXTENSIONS

Lazy Boy	R1 [hold] + ⬆ then ⬇
Cliffhanger	R1 [hold] + ⬐ or ⬎

CANNONBALL EXTENSIONS

Cordova	L1 + R1 [hold] + ⬐ or ⬎

SUPERMAN EXTENSIONS

Stork	L1 [hold] + ⬑ or ⬏
One Handed Superman	L1 [hold] + ⬆ then ⬇

SUPERMAN - SEAT GRAB EXTENSIONS

Indian Air	R1 [hold] + ⬑ or ⬏
Mulisha Air	R1 [hold] + ⬇ then ⬇

HART ATTACK EXTENSIONS

Look Back Heart Attack	L1 + R1 [hold] + ⬇ then ⬇

STUNTS

Whiteout™ goes beyond just racing, including doing stunts for points. In Career Mode, these points are converted to cash, and you use this cash to upgrade your sled.

STUNTS AND POINTS

- Stunts include tricks, hoops, power-ups, breakables, and gaps
- Most stunts are rewarded with points. Some power-ups give you temporary special abilities while you race.
- You'll get fewer points for repeating a trick, so do a variety for the largest possible payday.
- Tricks can be held for more points, but don't hold so long that you have a bad landing and receive only partial points for your effort. Holding a trick during a landing may also result in a hard crash!

STUNTS

- If you crash or bail on landing, you lose the points from that stunt.
- Pull off stunt combos and get a multiplier for massive points! An example of a stunt combo is doing a no-hander while jumping through a hoop and clearing a gap before sticking the landing. Each additional stunt adds a multiplier to the stunt total.
- Your driver's agility lets you do tricks faster and complete more combos. Your rider will be rewarded with more agility as you progress in Career and Arcade Mode.

HEALTH

You'll have to closely monitor your rider's health while racing. The health bar (see page 13) shows the present level of the rider's health. Health is lowered by any of the following events:

- Colliding with another rider
- Crashing or bailing
- Striking a breakable object
- Colliding with barriers set around the track

By driving carefully without additional health loss, health will automatically be restored.

The Health Power-up (a blue shield) gives your rider temporary invulnerability against health loss from collisions.

NITRO BOOSTS

One way to beat the competition on the track is to use speed bursts. Bursts show up on the play screen as lightning bolts. Every racer starts with one burst, but more can be earned by doing tricks or by collecting them on the track. Boosts are activated with either the ◉ button or the R3 button on the controller. Be sure to use your boosts as soon as possible because if you crash you lose them all!

THE MAIN MENU

Press the directional button ⬆/⬇ to select a menu item and press the ⊗ button to accept the selection.

CAREER

This is a 1-Player career for serious ***Whiteout™*** competitors. Fight your way from the lower level Starter Circuit all the way up to the bright lights and big air of the Professional Circuit on your way to the Tundra Dome Championship! Earn cash for sled part upgrades and new sleds as you square off against the toughest racers in the world. See page 15 for more about Career Mode.

ARCADE

Snocross goes insane with arcade objectives, sick tricks and dangerous detours. Arcade is a 1-Player based game featuring an extreme cast of characters. This mode is less about part and sled upgrades and more about racing and exploration. See page 21 for more about Arcade Mode.

QUICK RACE

Quick Race is a great way to learn the snocross sport and a quick way to practice or shoot for the high scores. You can compete on any tracks you have unlocked in the Career or Arcade Modes. Quick Race is a 1-Player game.

1. On the Main Menu press the directional button ⬇ to select QUICK RACE and press the ⊗ button.
2. Press the directional button ⬅/➡ to select a driver and press the ⊗ button.
3. Press the directional button ⬅/➡ to select a sled and press the ⊗ button.
4. Press the directional button ⬅/➡ to select an available track.
5. Press the directional button ⬆/⬇ to select LAPS and press the ⊗ button to begin racing.

- The track overlay will give you an idea of the course layout.

THE MAIN MENU

TIME TRIAL

A less structured racing experience: race indefinitely against the track record, yourself, or just for the fun of it. Compete to get the best lap time, racing against a ghost opponent representing either the record lap time, your best lap time for that time trial session, or your previous lap time.

2-PLAYER

Head-to-head racing action with a friend.

OPTIONS

Set game options here.

SOUND

Press the directional button ⬅/➡ to adjust the volume of SLED (engine noise), ANNOUNCER, MUSIC, SOUND EFFECTS.

CONTROLLER

Set controller options.

1. Press the directional button ⬆/⬇ to select PLAYER 1 or PLAYER 2 controller and press the ⊗ button.
2. Press the directional button ⬅/➡ to select controller SETUP A, B, C or D.
3. Press the directional button ⬇ to select VIBRATION and ⬅/➡ to toggle the vibration function ON/OFF.
4. Press the directional button ⬇ to select ANALOG BUTTONS and ⬅/➡ to toggle analog button ON/OFF.
5. Press the △ button to close the Controller screen and select YES when prompted to save your option changes.

CREDITS

See the people that brought you ***Whiteout™***.

BEFORE YOU RACE

At the beginning of any game mode, you will be prompted to select both your rider and sled.

THE DRIVER SELECT SCREEN

In Career Mode you will be choosing from a choice of colorful fictional characters. In Arcade and Quick Race Modes you will be using these riders and can unlock some of the best pro riders in snocross racing. See The Drivers on page 25.

Press the directional button ⬅/➡ to select a driver. Note that each racer has individual strength and agility ratings as well as weight and height characteristics. Press the ⊗ button to accept the selected racer. This driver will remain with you throughout your career, and his or her strength and agility will increase by winning bonus races (Career Mode) or experience (Arcade Mode).

THE SLED SELECT SCREEN

In Career Mode you will have a choice of 3 sleds when you start your career. As you earn money in Career Mode, you will be able to buy parts to upgrade this sled and you'll be able to buy new sleds with your winnings. In Arcade Mode, you will be automatically given new sleds and sled upgrades as you progress through the tracks. The following are ***Whiteout™*** sled manufacturers:

- ***Aurora:*** Known for their dual tread sleds which provide the best cornering and handling on the market with a slight loss of acceleration and speed.
- ***Tempest:*** Known for the brute force of their high-powered engines, their sleds focus exclusively on speed at the expense of cornering and acceleration.
- ***Fubuki:*** Newcomer, highly respected for their advancements in racing technology. Their sleds are built exclusively for acceleration, at the expense of cornering and speed.

You will be able to select any available sled in Quick Race, Time Trial, or 2-Player modes. To select a sled, press the directional button ⬅/➡. Check out the specifications on each sled before accepting it. Press the ⊗ button to accept the selected sled.

BEFORE YOU RACE

SLED SPECIFICATIONS

Each sled has different specs that affect its performance.

Acceleration - The sleds ability to reach top speed in the shortest possible time.

Speed - Top speed of the sled.

Cornering - Ability to maneuver through tight turns.

Manufacturer - The manufacturer of the sled. Each brand has distinctive styles as well as areas they are best suited to.

THE TRACK SELECT SCREEN

In Quick Race, Time Trial and 2-Player Modes, select a track from those that you have unlocked in any career.

- Press the directional button ⬅/➡ to change tracks.
- In Quick Race and 2-Player Modes to set the number of laps you want to race, select LAPS and press the directional button ⬅/➡.
- Press the ⊗ button to begin racing on the selected track.
- Unlock tracks in Arcade Mode or Career Mode and they become available to race from the other modes.

Note: If you are playing Arcade Mode or Career Mode the track select screens will show either the arcade objectives for the track, or the points available for placing in the finals at that track event.

RACE RESULTS SCREEN

The Race Results Screen shows your placement, as well as any points that have been won. Press ⬅ and ➡ to cycle through the results:

RACE TIME

Displays time to finish race.

BEST LAP

Displays the fastest lap time for each racer.

POINTS

Displays the total points for stunts performed.

SICKEST STUNT

Displays the highest scoring single stunt performed by each racer.

THE GAME SCREEN

LAP NUMBER
Shows the lap you are currently on and the total number of laps.

CLOCK
Displays the elapsed time.

POSITION CHART
Shows your position among all racers. This chart will be shown periodically throughout the race, with the name of all racers displayed in order from 1st place to last place. Your driver's number is highlighted with orange.

PLAYER POSITION
The player position is shown in the middle top of the screen.

POINTS
Total points score from all stunts performed. Stunts may include tricks, hoops, collectibles, smashing things, gaps, and so on.

STUNT NAME
Shows the name of the trick you are performing, the trick extension, and other bonuses earned during your stunt. To get points for stunts, you must not crash on landing.

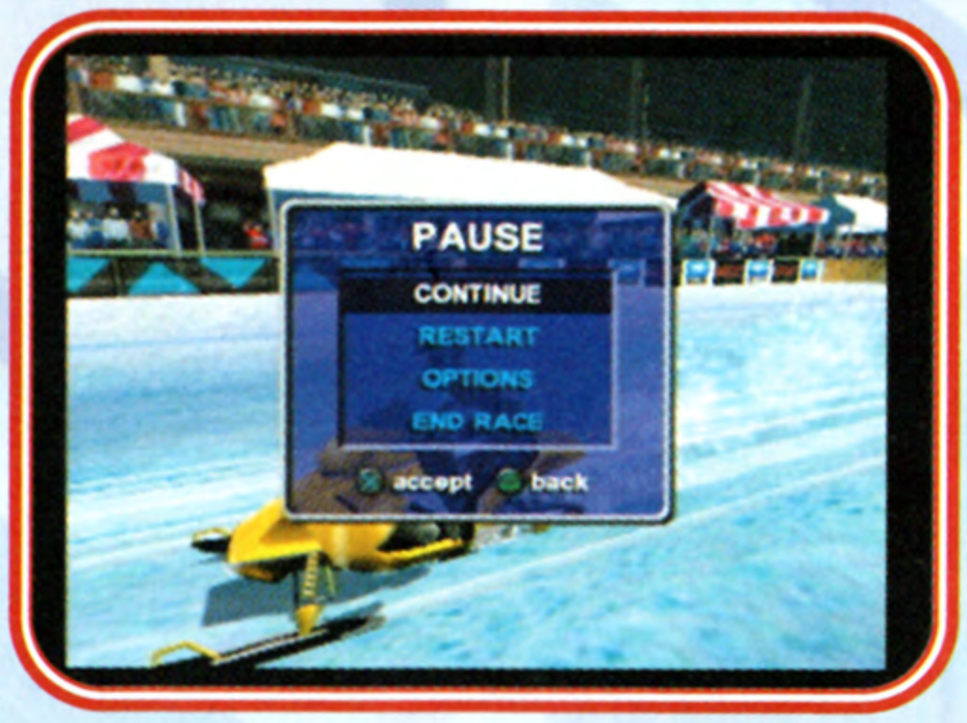
SPEEDOMETER
Displays your speed in miles per hour.

COURSE MAP
Shows your position on the course.

HEALTH BAR
This shows how much energy your driver has. Health helps determine your driver's ability to stay on the sled during collisions.

THE PAUSE MENU

Pressing the START button on the controller during a race pauses the game and brings up the Pause Menu. From the Pause Menu you may choose from the following:



CONTINUE
Return to the race in progress.

RESTART
Restart the race from the beginning.

END RACE
In one-event modes, return to the Main Menu. In Arcade or Career Modes, return to the mode screen.

MAIN MENU
Return to the Main Menu.

OPTIONS
Open the Options Menu. (See page 10.)

CAREER MODE

Compete against the best of the best in a snocross career. Take aim at series wins and compete for parts, sleds, and rider upgrades in bonus race competitions. Manage your career and sled and you will earn the right to race for the glory and money in the climatic championship at the Tundra Dome.

- Earn points during competitions that are rewarded with hard cash at the end of the race. Use the cash to modify your current sled with part upgrades or buy a whole new sled.
- Unlock a BONUS RACE for each track by taking first place at an event. These bonus races contain awesome sled upgrades, rider upgrades as well as unlock things like alternate uniforms for the races, new riders, new sleds, etc. Although you are not required to beat the Bonus Races to get to the Tundra Dome, we recommend you do to get the best ***Whiteout™*** experience possible!
- Any tracks unlocked during Career Mode are available for Quick Race, Time Trial, and 2-Player Modes.

STARTING A NEW CAREER

1. On the Main Menu select CAREER and press the ⊗ button.
2. Enter your initials. Press the directional button ⬆/⬇ to change letters. Press the directional button ⬅/➡ to move to the next space. Press the ⊗ button to confirm your initials. This will name your saved career. When you want to load your career from the memory card make sure you select this file.

Note: The file you create is for Career Mode only. You cannot select this data for Arcade Mode.

3. Choose a driver and press the ⊗ button. This is the driver you will use throughout this career. You cannot change drivers without starting a new career, but you can improve his or her skills and abilities. See "The Driver Select Screen" on page 20.
4. Choose a sled and press the ⊗ button. See "The Sled Select Screen" on page 18. You begin your career in the Starter Circuit. With experience and points earned in competition, you can advance to the next circuit.

CAREER MODE

BEGIN A CIRCUIT

1. Select RACE from the Main Menu and press the ⊗ button.
2. Press ⬅ or ➡ to select a CIRCUIT and press the ⊗ button.
3 Once inside a circuit, press ⬅ or ➡ to select an EVENT and ⬆ or ⬇ to select the regular CAREER RACE or the BONUS RACE and press the ⊗ button.

TOTAL POINTS EARNED

This is the total points you have earned so far.

TOTAL POINTS NEEDED

This is the total points you must earn before you can advance to the selected circuit.

TRACK NAME

This is the current track you have selected. Press the ⊗ button to compete in a race on this track.

POINTS

The placement points show the points that will be awarded according to where a driver finishes in the race. If you do not place 3rd or higher in the race you will not earn any placement points.

CONTINUE A CAREER

After you have begun a career and saved Career Mode data, you can return to that career by selecting LOAD from the main menu. Up to four careers can be saved. See SAVING AND LOADING page 24 for more information.

COMPETITION CLASSES

STARTER CIRCUIT

This is where the weekend warriors are. Easy course competitions help you nail down basic controls and skills here. You must begin in the Starter Circuit and work your way up through the circuit with wins and points earned. Once you move to Amateur or Professional Circuit status, you can still return to Tournament Events in this class to win more points or try the bonus races.

CAREER MODE

AMATEUR CIRCUIT

Amateur class ups the ferocity level of competition a couple of notches over the Starter Circuit with tougher tracks and better drivers. Learn to handle your new sled quickly because the action heats up a bit here.

PROFESSIONAL CIRCUIT

Intense competition on extremely tough tracks and bigger bonus items sets the Professional Circuit apart. You can win fame and fortune here, but you had better be able to beat the best. Earn your way here by winning points through the Starter and Amateur Circuits.

BONUS RACES

If you place first in a circuit race you will unlock the bonus race for that track. Each bonus race presents you with a very specific objective you will have to beat to unlock your bonus prize. Items that can be unlocked by winning bonus races include the best sled upgrades in the circuit, new riders, and new sleds. Every race in the three circuits has a unique bonus race objective and reward!

THE RESULTS SCREEN

After you cross the finish line, the Results Screen appears to show your finishing position and winnings information.

RACE PURSE

The purse is your race winnings based on your finishing position in the race. Winnings are used for buying parts to upgrade your sled or new sleds.

CASH FOR TRICK POINT

This displays the trick points score from the race and how much cash they earned. This money comes from the league as a thank you for showmanship and busting out with the hottest tricks!

TOTAL CASH AWARDED

This is the total cash earned from your purse and trick points bonus money.

Press the ⊗ button to display the next results screen that shows the finishing riders and stats by category. Press the directional button ⬅/➡ to scroll through the stats.

POST RACE OPTIONS

From here you can select to CONTINUE TO BONUS RACE (if you finished in first place), VIEW REPLAY, or END EVENT. Note if the objective required to unlock the bonus race wasn't met, the option will be to RESTART EVENT. Select the desired option by pressing ⬆ or ⬇ and press the ⊗ button to continue.

UPGRADING YOUR SLED

If you need that extra edge to help you get past a particularly difficult race, you can always purchase a high-performance part for your sled.

THE SLED MENU

The Sled Menu is where you buy parts to upgrade your sled as well as buy new sleds. Select SLEDS from the Career Menu.

SLED STATS

From this screen you can view your current sled and even change the color by pressing ⬆ or ⬇.

BUY SLED

Once you have earned some cash, come here to shop for a hotter machine.

To buy a sled:

1. Select BUY SLED from the Sled Menu and press the ⊗ button.
2. Select a sled. Press the directional button ⬅/➡ to check out the available sleds, noting the specifications and sponsor for each machine. Check out your funds at the top right of the screen in the Funds Box. The amount of money you have is listed as Current. It must exceed the Item Cost entry.
3. Select the color of the sled by pressing the directional button ⬆/⬇ and press the ⊗ button to BUY.
4. Confirm purchase. With YES highlighted, press the ⊗ button to buy the new sled. The amount is subtracted from your Current Funds.

Note: You can only own one sled at a time in Career Mode.

CAREER MODE

BUY PARTS

Come here to purchase high-performance parts for your sled. This costs money, so check out the Funds Box to see your Current Funds. Winning certain bonus races unlocks more (and usually better!) parts that you can buy for your machine.

To buy a part:

1. Select BUY PARTS from the Sled Menu and press the ⊗ button.
2. Select a part. Press the directional button ⬅/➡ to view the available part upgrades. The sled attributes on the left side of the screen will update to show what impact the part will have on the sled. Be sure to pay attention to the cost of the part on the top right of the screen. To select a part to purchase press the ⊗ button. Select YES from the confirmation box and the part is added to the sled.

There are many different types of sled parts that can be purchased. Here are some examples:

SKIS

Skis affect the cornering ability of the sled.

CARBURETOR

Upgrade this to increase top speed.

ENGINE KITS

Better engine technology improves acceleration.

CAREER MODE

THE DRIVER SCREEN

View your selected driver's current strength and agility and select a uniform to wear. Alternate uniforms are available only after being unlocked by completing particular bonus races.

DRIVER'S SKILLS

Your driver's skills are measured by Strength and Agility. Strength affects how much health is lost in crashes and hard landings. Agility helps your driver pull off tricks more quickly. As you progress through Career Mode you will unlock bonuses that upgrade your driver's skills.

To change uniforms for your driver (when unlocked):

1. On the Career Menu, select DRIVER and press the ⊗ button.
2. Note the current strength and agility ratings for your driver.
3. Press the directional button ⬆/⬇ to cycle through available uniforms for your rider. Note as many as 5 uniforms per rider can be unlocked in the game!

ARCADE MODE

In Arcade Mode, compete in races while completing objectives and pulling stunts to earn points. Some tracks have alternate and very risky routes that bring rewards and perils.

OBJECTIVES AND REQUIREMENTS

On the Arcade Mode screen, each track you select will display objectives and requirements, which must be met to progress to other tracks.

REQUIREMENTS

- Place - The placement you need to achieve in the race in order to keep any objectives.

OBJECTIVES

- ***Points*** - Score a minimum number of points.
- ***Lap time*** - Meet or beat the lap time.
- ***Breakables*** - Drive through a set number of breakable objects during the race.
- ***Hoops*** - You must jump through a minimum number of hoops during a race. You can jump through the same hoop multiple times.
- ***Gap Objective*** - Every special gap in the game has a name. In some cases you may have to jump a specific gap (for example "Achilles Heel Gap") in other cases you may need to jump a set number of gaps.
- ***Trick Combo*** - Some tracks require you to do a trick combo (i.e. a 3 trick combo) to advance.
- ***Shortcut Objective*** - On cross-country tracks you may need to find a set number of shortcuts on the track.
- ***No Crash Objective*** - All arcade tracks have a no crash objective. Finish the race clean!

THE ARCADE RESULTS SCREEN

When you finish the race, the Results Screen appears with a breakdown of your performance versus the race objective requirements. As you collect Arcade points, additional tracks will be unlocked.

TIME TRIAL MODE

Compete against yourself in four different Time Trial types. Time Trial allows you to race as many laps as you want as you strive for a new record. A ghost opponent may be selected to race against:

GHOST OPPONENT SETTINGS

After you complete the first lap, the Ghost Opponent appears. The Ghost Opponent represents what you need to beat to best either the record lap time, your lap time for that Time Trial session, or your previous lap.

BEST LAP TIME

Try to beat the record lap saved for this track by any player or rider.

YOUR BEST LAP TIME

Try to beat your own best lap time.

PREVIOUS LAP TIME

Try to better the time in each successive lap.

RECORD

If you set a new record in a Time Trial run, you will be prompted to save data for that run. If you want to save data, select YES and press the ⊗ button.

See "Saving and Loading Game Data" on page 24.

2 PLAYER MODE

Two players compete in single races on a split-screen on any available track. Additional tracks and sleds can be added to 2-Player Mode by unlocking them during Career or Arcade Mode.

To start a 2-Player race:

1. On the Main Menu select 2-PLAYER and press the ⊗ button.
2. Select a driver and sled. Player 1 selects first. When Player 1 has selected both driver and sled, Player 2 makes selections. Press the ⊗ button.
3. Select a track and the number of race laps. Either player can make the selection. Press the directional button ⬅/➡ to select a track. Press the directional button ⬇ to select LAPS and ⬅/➡ to set the laps from 1 to 6. Press the ⊗ button to begin racing.

See "The Game Screen" on page 13 for information about on-screen displays.

USING THE REPLAY FEATURE

At the close of each race, you can view a replay of the whole race. Press the ⊗ button to close the Results Screen and begin the replay.

REPLAY CONTROLS

Press the directional button ⬇ during the replay to display the Replay Controls Help panel.

Play/Pause	⊗ button
Reset to beginning	△ button
Change camera view	○ button
Hide help panel	directional button ⬆

GAMEPLAY TIPS

- Hit jumps squarely to avoid launching the sled sideways in the air.
- Be careful with the pitch control (left analog stick ⬆/⬇) when jumping. If you have a direction pressed, your sled will nose or tail-over in mid-air almost guaranteeing a nasty landing.
- Avoid spinouts by approaching icy turns with care. Sleds with a high traction rating handle slippery surfaces better than lower rated sleds.
- If you jam your sled into an obstruction and get stuck, quickly slam it into reverse (right analog stick ⬇ to back away) or press the SELECT button to re-spawn.

SAVING AND LOADING GAME DATA

SAVING DATA

You can save the following data to a memory card:

- Career Mode data including driver improvements, player data, sled modifications, new sleds acquired, tracks unlocked, track records and trick data.
- Arcade Mode data including driver data, player data, game progress and records.
- Time Trial Ghost rider records.

To Save Data when prompted: Select YES and press the ⊗ button.

To Save Data on a Mode Screen in Career and Arcade Mode:
Press the directional button ⬇ to select SAVE. Press the directional button ⬆/⬇ to select a file location and press the ⊗ button. If you are saving to a location that already contains data, you will be prompted to Overwrite the current data. Select YES and press the ⊗ button to save the new data while erasing any old data in the file.

LOADING DATA

You can load data from the Main Menu.

Select LOAD and press the ⊗ button. Press the directional button ⬆/⬇ to select the data you want to load and press the ⊗ button.

THE DRIVERS

Meet the real world riders featured in ***Whiteout™***. The pros can only be unlocked by completing specific bonus races in Career Mode. These guys are the best of the best!

NATHAN TITUS
HOMETOWN: MCCALL, IDAHO

One of the smartest, wittiest and most articulate men in all of snowmobiling, Nathan is a charismatic speaker who considered a career in broadcasting before deciding on sled racing. He was also a top racing talent in the late 1990's, winning a National series points title in 1997

DENNIS ECKSTROM
HOMETOWN: DULUTH, MINNESOTA

After showing promise in his first year as a pro in 1998-1999 Eckstrom exploded in the 1999-2000 season to establish himself as one of the top racers in the WSA series.

JUSTIN TATE
HOMETOWN: FOREST LAKE, MINNESOTA

Justin Tate is one of the friendliest, funniest and most likeable guys in the snocross circuit. Tate went from being an unknown in 1998-1999 to one of the most competitive racers on the tour. With good equipment, a support team and rapidly improving fitness, Tate has caught the attention and earned the respect of some of the most esteemed factory officials.

TREVOR JOHN
HOMETOWN: CROSSLAKE, MINNESOTA

2001 was an exciting year for Trevor John. He crashed his sled at the start of the race and worked his way up to a 5th place finish. In the summer you can often find Trevor wakeboarding or racing motocross.

THE DRIVERS

CHRIS MILLER

HOMETOWN: STAMFORD, CONNECTICUT

Chris may have been born with a silver spoon in his mouth, but he has the makings of a superstar: looks, talent and dedication. And everyone pretty much hates him for it. But that hasn't stopped him from being one of the sport's best.

CHARLIE

HOMETOWN: MYSTERY, ALASKA

Not much is known about this talented Innuit from Alaska. Although not physically imposing, the way he carries himself causes most to shrink away. But then he's the hottest racer on the circuit.

FIO SORBA

HOMETOWN: SEATTLE, WASHINGTON

Fio is a shy, humble racer with a legendary work ethic. She has the skill and determination to be the best if she can focus on racing and not her superstitions.

JASPER JONES

HOMETOWN: LONDON, ENGLAND

While only a young teen, Jasper and his family relocated from London to the Great White North of Canada where he found a passion for snowmobile riding. His incredible athleticism has already won him multiple snocross championships.

THE DRIVERS

KYOKA TOMINAKA

HOMETOWN: HOKKAIDO, JAPAN

She's gorgeous, gifted, and a gearhead. Mechanically inclined, she knows her way around the sleds both inside and out. Considered one of the most dedicated and strong-willed racers in snocross today, when most kids were getting their first puppy, Kyoka was getting her first snowmobile!

VONDA HECHT

HOMETOWN: MUNICH, GERMANY

A virtual unknown in North America, Vonda has been tearing up the European snocross circuit for years. Graceful and elegant in person, but all business on the track.

ZEKE RIGBY

HOMETOWN: YAAK, MONTANA

They say Zeke's a crazy mountain man who lives in a ramshackle cabin deep in the Montana wilderness. And does he look the part. He's the racer you hate to love, regularly goofing around and goading people.

COREY WHITFIELD

HOMETOWN: BOULDER, COLORADO

Without a doubt he is the best ever Gen-Y racer. Corey's desire "to go big or go home" is backed up by tremendous skill and talent. And he lets everyone know it.

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
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Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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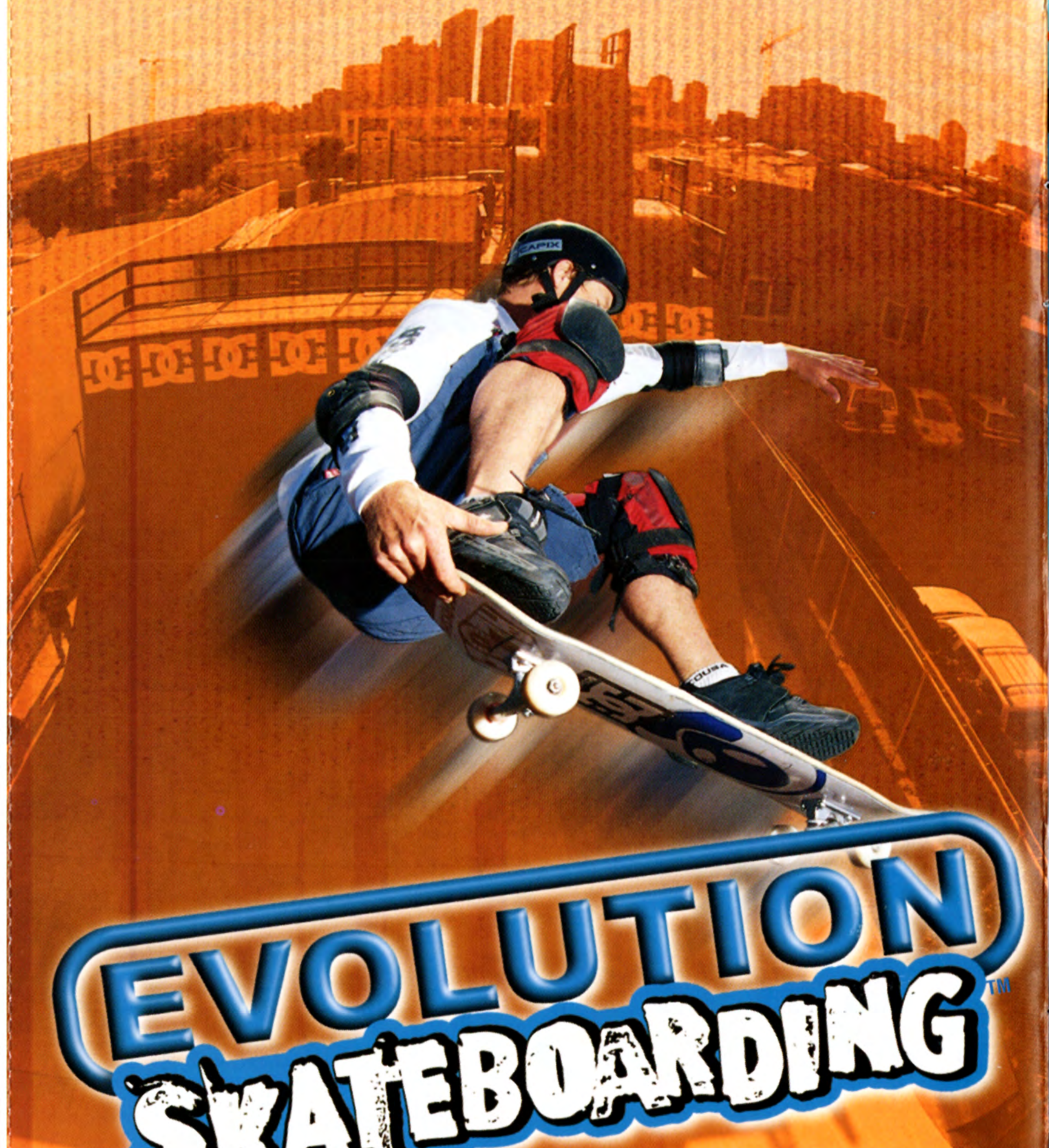

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TEEN
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